
Subject: Re: user 'Value' [FEATURE REQUEST]
Posted by [mr_ped](#) on Thu, 25 May 2006 13:17:44 GMT
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Usually this is solved by defining your own class/struct, something like

```
struct ArrayWithVal {  
    Array<int> ints;  
    Value    userValue;  
};
```

In C++ probably construction like

```
class ArrayWithVal : public Array<int> {  
    Value    userValue;  
};  
(err.. you should probably write that as template)
```

would maybe give you advantage in some situations (ability to store both `Array<>` and `ArrayWithVal` into the `Array<> *` pointer, or to give some function `ArrayWithVal` instead of `Array<>`, etc..)

Depends on what you need and how much sure you are about what you are doing, when you are designing new class.
